WEST Search History

10/01770½

DATE: Friday, September 26, 2003

Set Name Query	Hit Count	Set Name
side by side		result set
DB=USPT; PLUR=YES; OP=OR		
L13 L12 and array	0	L13
L12 18 and voxel same warp$3 and modification	1	L12
L11 L9 and array same value and volume	1	L11
L10 L9 and array same value	1	L10
L9 L8 and modification and virtual same tool	13	L9
L8 ((345/420)!.CCLS.)	476	L8
L7 L6 and smooth and edge and texture	6	L7
L6 L4 and translat$ and rotat$3	42	L6
L5 L4 and translat$ and rotat$3 and convex and concave	0	L5
L4 modification same tool and geometry and array and virtual and warp$3 and volume	43	L4
L3 modification same tool and geometry and array and virtual and soft-edge and deformation and warp$3 and volume	0	L3
L2 modification and multi-dimensional and geometr$4 and array and voxel and virtual same tool and warp$3	0	L2
L1 modification and multi-dimensional and geometr$4 and array and voxel and virtual same tool	2	L1

END OF SEARCH HISTORY

WEST Search History

DATE: Friday, September 26, 2003

Set Name	Query	Hit Count	Set Name
side by side			result set
	DB=USPT; PLUR=YES; OP=OR		
L20	L19 and edge and texture	12	L20
L19	l15 and volume and translat$3 and force and rotat$3	37	L19
L18	L15 and voxel and array	2	L18
L17	L15 and voxel and array and warp$3	0	L17
L16	L15 and voxel and array and rotat$3 and translat$ and warp$3	0	L16
L15	direct same modification and geometry and virtual	112	L15
L14	direct same modification and geometry and virtual and tool and voxel	3	L14
L13	direct same modification and geometry and virtual and tool and voxel and volume	3	L13
L12	L10 and modification and virtual	3	L12
L11	L10 and modification and virtual same tool	0	L11
L10	voxel same warp$3 and geometry	11	L10
L9	voxel near warp$3 and geometry	0	L9
L8	voxel near warp$3 and geometry and modification	0	L8
L7	modification and geometry and shape and voxel and warp$3 and array and virtual same tool	6	L7
L6	modification same geometry same shape and voxel and warp$3 and array and virtual same tool	0	L6
L5	L4 and concave	0	L5
L4	L3 and edge and convex	5	L4
L3	L2 and volume and rotat$3 and translat$ and force	5	L3
L2	modification and geometry and voxel and warp$ and array and virtual same tool	6	L2
L1	modification same inverse and geometry and voxel and warp$ and array and virtual same tool	0	L1

END OF SEARCH HISTORY